Project 1
Untitled 1.

This is a personal artwork inspired by the Korean sculptor Lee Bul. The uncanny, unfamiliar figure represents a part of myself—an alternate persona. Through this character, I explored a more abstract and emotional side of my identity.

Scope
Personal, 100%

Date
2023

Used Tool
Adobe AI, Blender

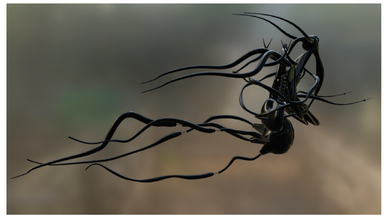
Category
Character design

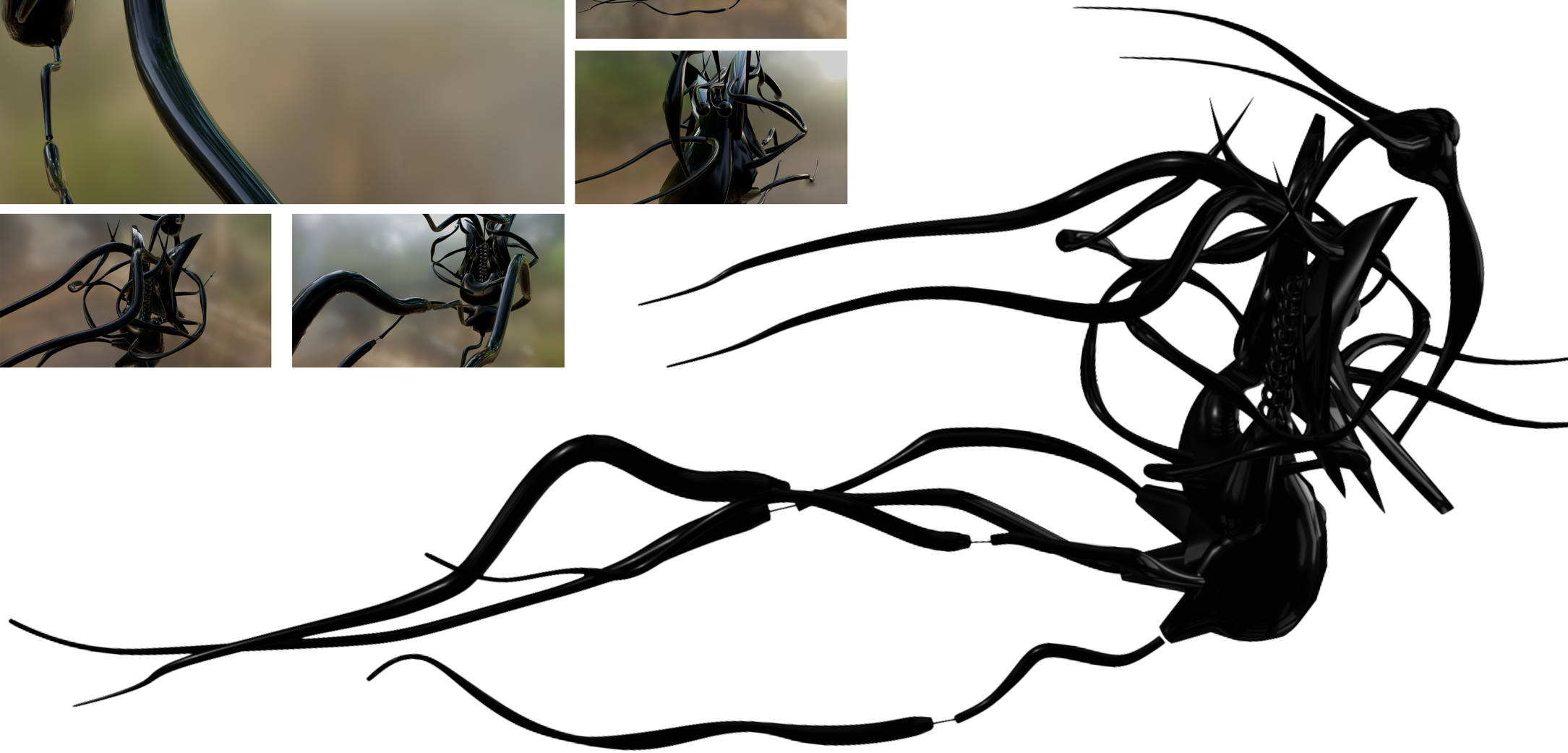
Problem

This was my first time using Blender, so learning how to use the software—especially understanding how nodes work—was quite challenging.

Solution

I overcame this by doing a lot of research, watching tutorials, and staying persistent. The learning curve was steep, but pushing through each step helped me gain confidence and ultimately achieve the result I envisioned.





Project 2
Immune

Scope
Personal, 100%

Date
2024

Used Tool
Adobe Ai, Ps, Blender

Category
Character design

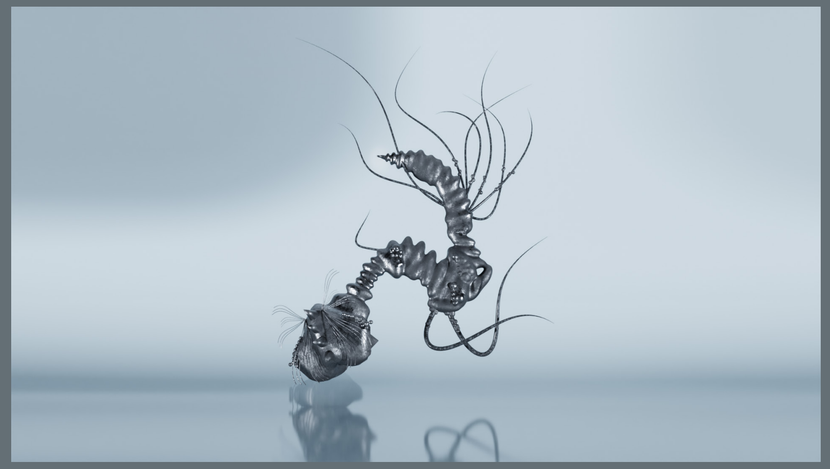
Immune is visually distinctive and intentionally stands apart from others—its form, unsettling and unfamiliar, symbolizes a chaotic identity that even the character itself cannot fully understand. The design combines visual abstraction with emotional intensity, aiming to provoke thought and emotional response.

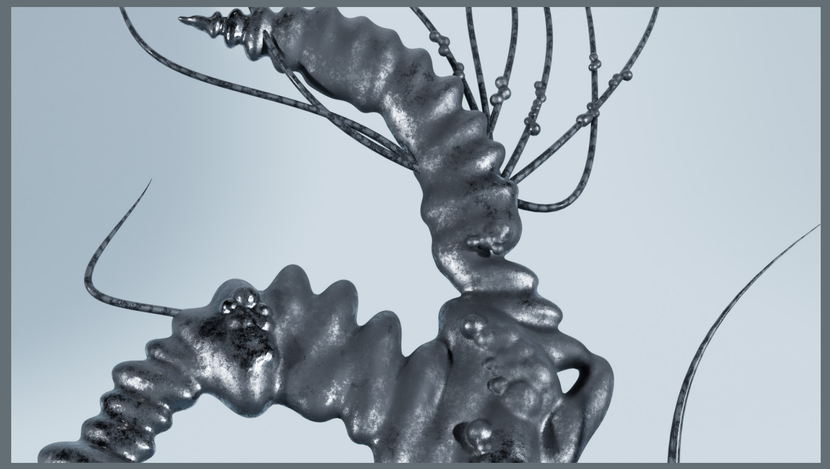
Problem

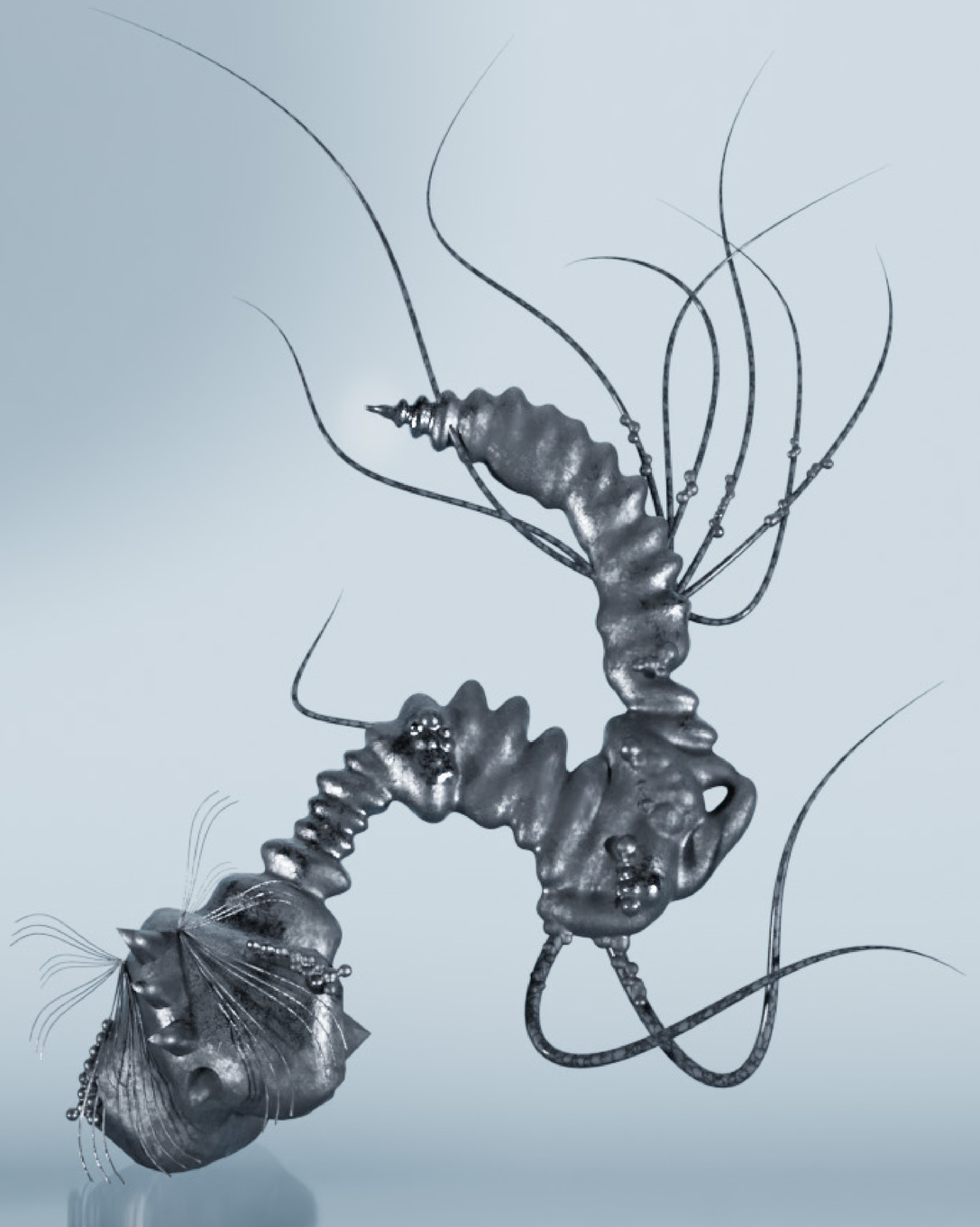
Translating my imagined character into digital form—particularly achieving the desired textures—was difficult.

Solution

I studied reference works by other artists and followed relevant tutorials, which helped me refine my techniques and successfully recreate the look I envisioned.







Project 3
Studio Project

Scope
Personal, 60%

Date
2024

Used Tool
Adobe Ai, Ps, Id

Category
Logo, MVP

I collaborated with music students who acted as my clients. I was responsible for creating their visual identity and designing their MVP (Minimum Viable Product), which included an album cover, business cards, merchandise, and more. The project focused on building a cohesive and expressive brand that aligned with their music style and values.

Problem

One of the main challenges was managing differences in design opinions between myself and the clients. Communicating ideas clearly and aligning creative visions was difficult at times.

Solution

Through multiple design iterations, visual comparisons, and presenting research-backed design choices, I was able to help the clients understand the reasoning behind each decision.

CHLOE
CHLOE
CHLOE
01 Why Wasn't It Enough
02 Alcohol
03 Don't Come Home
04 Swallow
05 Your Ex

Jasmine
WORLD TOUR
Jasmine
WORLD TOUR

Project 4
Vinyl Cover Design

Psychedelic Dream is a fictional album design project inspired by psychedelic themes. I created a visual that evokes an explosion of light and colour, reflecting the surreal and immersive nature of the genre. The design features futuristic typography and a custom logo that enhances the dreamlike atmosphere of the album concept.

Scope
Personal, 100%

Date
2024

Used Tool
Adobe Ai, Id

Category
Album, Logo, Typo

Problem
Capturing the surreal and energetic essence of psychedelic music in a single visual, while maintaining a cohesive design through typography, color, and layout.

Solution
I explored abstract compositions and experimented with light and color to evoke a sense of explosion and immersion. By pairing this with futuristic typography and a custom logo, I was able to create a unified, visually striking album concept.

PSYCHEDELIC DREAMS

A1. VIVID	B1. DREAM 1
A2. FACE	B2. DREAM 2
A3. SUN'S UP	B3. HOWDY
A4. SATURATION	B4. THE ENDING
C1. FACE	D1. THAT'S NOT ME
C2. NEO CITY	D2. 5:00
C3. LESS AND LESS	D3. MY SHADOW
C4. TOKYO	D4. 494

Step into a vibrant world of sound with our latest album, "psychedelic Dreams." Let the music take you on a colourful journey through swirling melodies, trippy rhythms, and mind-bending textures. Immerse yourself in a sonic tapestry that'll expand your mind and elevate your sens. Get ready to groove, chill, and let your imagination run wild with "Psychedelic Dreams."

Limited Edition

Project 5
Miss Maxy

This 3D graphic design project was a collaborative work with nail artist Miss Maxy Nails. The final piece was created for use as an Instagram promotional post. I worked with her existing logo, focusing on combining it effectively with photography to enhance her brand’s visual impact on social media.

Scope
Personal, 40%

Date
2024

Used Tool
Adobe AI, Ps

Category
Logo, Ad

Problem

Combining the existing logo with 3D design and photography in a way that felt cohesive and visually impactful for social media.

Solution

I refined the composition and lighting to balance all elements, enhancing brand identity while creating a striking promotional visual.

MISS
MAXY

Project 6
Chloe

I collaborated with tattooist Chloe to create a promotional post for her Instagram. This 3D artwork was made in Blender, and I aimed to visually represent her brand identity as strongly as possible through digital design. The final piece blends her artistic style with my 3D design approach.

Scope
Personal, 80%

Date
2025

Used Tool
Adobe AI, Ps, Blender

Category
3D graphic design

Problem

One of the biggest challenges was translating my sketch ideas into the 3D space. Using Blender nodes was especially difficult, as it was still a new tool for me.

Solution

When I found it hard to build elements directly in Blender, I created assets in Illustrator and imported them into the scene. For the node-based parts, I relied on tutorials and consistent trial and error, which helped me gradually understand and overcome the technical difficulties.